

THE SADOWA CAMPAIGN 1866 AD

RULES OF PLAY

1.0 INTRODUCTION

2.0 GAME COMPONENTS

- 2.1 Game Map
- 2.2 The Playing Pieces

3.0 IMPORTANT CONCEPTS

- 3.1 Stacking
- 3.2 Zones of Control
- 3.3 Control

4.0 SEQUENCE OF PLAY

- 4.1 Supply Phase
- 4.2 Initiative Phase
- 4.3 Operations Phase
- 4.4 Siege Phase
- 4.5 Reinforcement Phase
- 4.6 Recovery Phase
- 4.7 Armistice Phase
- 4.8 End Phase

5.0 SUPPLY

- 5.1 Supply Sources
- 5.2 Supply Lines
- 5.3 Effects of Being Out of Supply
- 5.4 Effects of Being Surrounded
- 5.5 Prussian Forage Supply

6.0 HEADQUARTERS

- 6.1 Subordination
- 6.2 Headquarters Movement
- 6.3 Headquarters in Combat
- 6.4 Immunity to Disruption
- 6.5 The Prussian GHQ

7.0 OPERATIONS

- 7.1 Movement
- 7.2 Movement Point Allowances
- 7.3 Combat Operations
- 7.4 Combat Results
- 7.5 Pass Operation

8.0 SIEGE AND FORTRESSES

- 8.1 Eligibility
- 8.2 Initiation
- 8.3 Surrender Check
- 8.4 Siege Level Check
- 8.5 Ending a Siege
- 8.6 Movement of Besieged Units
- 8.7 Fortresses in Combat
- 8.8 Besieged Fortress and Movement
- 8.9 Fortresses and Supply

9.0 GARRISONS

- 9.1 Types of Garrisons
- 9.2 Garrisons and Stacking
- 9.3 Garrisons and Zones of Control
- 9.4 Garrisons and Combat
- 9.5 Entering Unnamed Garrisons as Reinforcements

10.0 BRINGING IN THE PRUSSIAN GHQ

- 10.1 Procedure
- 10.2 GHQ and Victory Points

11.0 RECOVERY

12.0 MORALE

- 12.1 Saxon Morale
- 12.2 Changes in Morale

13.0 SETUP

- 13.1 Austrian Setup
- 13.2 Prussian Setup

14.0 VICTORY CONDITIONS

- 14.1 Victory Levels



HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Turning Point Simulations
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Sadowa*

Or e-mail us at: admin@turningpointssimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@turningpointssimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

The Sadowa Campaign is a two-player game that simulates the central campaign of the Austro-Prussian War of 1866. One player controls the armies of Prussia, and the other those of Austria. There are also Saxon units involved, but they are treated as Austrian for all game purposes. The game actually covers a lot more than just the Battle of Sadowa, or Königgrätz, and indeed combat might not take place on the historical battlefield, hex 2307 on the game map.

The game system is derived from that of TPS' *The Vicksburg Campaign*. However, to simulate larger-scale warfare in Central Europe, with even more lethal weaponry, the system has been adapted and simplified. Most notably, there is no need for naval rules in land-locked Bohemia and Germany, and the mechanics for entrenchments and random events have been deleted. Still, those familiar with *The Vicksburg Campaign* should find *The Sadowa Campaign* familiar, and vice versa.

The game is designed for two players, but can be played easily solitaire.

2.0 GAME COMPONENTS

Each copy of *The Sadowa Campaign* is comprised of the following components:

- One 17" x 11" mounted map, covering northern Bohemia and adjoining areas of Germany
- One countersheet of 100 counters
- This rulebook
- One Tracks Chart with tracks for game turns, losses, victory points and morale
- Two 6-sided dice (Boxed Version)

2.1 The Game Map

The game map covers the area over which the historical campaign was fought, or where it could have been fought. The map is overlaid with a grid of hexagons—hexes—that are used to regulate movement of pieces.

2.1.1 Map Features Various types of terrain and features are denoted on the game map (see charts for their game effects).

2.2 The Playing Pieces

The cardboard playing pieces (counters) in the game should be carefully separated before play. The pieces are of different types depending on the information that appears on each. In general, the pieces represent combat units, headquarters, or informational markers.

2.2.1 Combat Units Combat units represent the actual historical units that fought in the Austro-Prussian War. There is one main

type of combat unit, a combined arms corps, though the Austrians have a cavalry reserve.

The top face of the counter shows the combat unit in its “Uncommitted,” fresh, good order state. The rear (striped) face shows it as “Committed.”



Unit Type Symbol There are three combat unit types in the game: corps, cavalry reserve, and garrisons.



Combat Factor Each combat unit has a combat factor (CF) printed at the bottom of the counter, assessing its size and strength in battle.

Movement Point Allowance Movement Point (MP) allowances are not printed on the counters. See Section 7.2.

2.2.2 Headquarters These represent the army’s commander and his staff, the artillery park, local reserves and supplies for each army. The number at the bottom of the Headquarters is not its combat factor, but its Command Value (CV), a number that estimates the initiative, strategic ability, and tactical skill of the commanding general and his staff (lower is better). In addition, the Prussian player has a General Headquarters [GHQ] counter, portraying the overall command of the Prussian Army, along with political leaders who accompanied it. Because it functions differently, at a higher level, the Prussian GHQ does not have a CV.



2.2.3 Identification Prussian combat units and Headquarters are grey, Austrian units are red. Some bear abbreviations to identify them.

Prussia

E	Elbe Army
Cr.Pr.Fred	Crown Prince Frederic
HQ	General Headquarters
Grd	Guard Corps
Pr.Fr.Karl	Prince Frederic Karl
Schweid	Schweidnitz Garrison

Austria

Iser	Iser Army
No	North Army
Sax	Saxon Army
Cav	Cavalry
Josef	Josefstadt Garrison
König	Königgratz Garrison
Pr.Albert	Prince Albert
Teries	Teresienstadt Garrison

2.2.4 Markers Markers are used to record various game functions, such as supply state, disorder, and siege status.



2.3 Game Charts and Tables

Various charts and tables simplify and illustrate the game and furnish results for game functions. These are located on the back page of the rules.

3.0 IMPORTANT CONCEPTS

3.1 Stacking

Up to four friendly combat units can stack together in the same hex. In addition, an unlimited number of Headquarters and markers, as well as one garrison unit, can also be present. If stacking limits are exceeded at the end of any Operations Phase, for any reason, then the opposing player chooses the excess units that surrender immediately and are removed from the game. Units are considered to face in all directions, there are no “flank attacks.”

3.2 Zones of Control

Every combat unit, but not Headquarters or garrison units, projects a Zone of Control (ZOC) into the six adjacent hexes surrounding it. An opposing unit negates an enemy ZOC in the hex it occupies. Further, ZOCs do not extend into enemy-controlled fortresses, out of besieged fortresses, or across rivers.

3.3 Control

A city, fortress, road, or railroad is considered controlled by a player if it is occupied by one of their units, or is the last one to do so. At the beginning of the game, all hexes in Prussia are considered controlled by Prussia, and all others controlled by Austria.

4.0 SEQUENCE OF PLAY

4.1 Supply Phase

Units are judged to be in or out of supply. Those units which are out of supply are immediately marked with an Out of Supply marker, and are flipped to their Committed side. Units that already have an Out of Supply marker on them, and are also completely surrounded by enemy units or their ZOCs, must surrender and are removed from the game.

4.2 Initiative Phase

Each player rolls one die to determine which player will get to perform an operation or series of operations. Die rolls are modified for the Prussian player by +1 if their GHQ unit is on the map, and for both player's current Army Morale Level (see the Initiative Die Roll Modifiers list). The player with the highest result (in the event of a tie, both players reroll their die) has the initiative for the upcoming Operations Phase and receives a number of Initiative Points (IPs) equal to the difference of the two modified die rolls to perform operations with (to a max of 6). The losing player gets no IPs. This difference is termed the player's Initiative Point Level. Place the IP marker on the track to show how many IPs the winning player will have to expend on operations. When a player has no Uncommitted HQs/units left to activate, an opponent with one or more left still rolls a die (with no modifiers) and gets that many IPs for his next Operations Phase.

4.2.1 Special Turn One Rules There is no Initiative Phase on turn 1, as the Prussian player automatically has the Initiative in the first Operations Phase. The Prussian player simply rolls one die, and receives Initiative Points (IPs) equal to the roll. The Austrian player automatically has the Initiative in the second Operations Phase of turn 1. The

Austrian player also rolls one die and receives 1 IP with an odd DR or 2 IPs with an even DR. Rolling for Initiative for the rest of turn 1 then proceeds normally.

4.3 Operations Phase

After determining the Initiative Point Level, a player may perform operations with units by activating them with his available IPs. The cost to Activate units is as follows:

- 1 IP to Activate one Uncommitted unit independently by itself without activating its parent Headquarters
- 3 IPs to Activate one Committed unit independently by itself without activating its parent Headquarters
- 1 to 3 IPs (equal to the printed CV) of a Headquarters to Activate it. An Activated Headquarters can then Activate (requires no additional IP costs) any or all of its subordinate units (plus any other friendly units) that it is stacked with or adjacent to.

Uncommitted Activated units can move and/or attack, after which they are shown as Committed by flipping them over. Already Committed units can be Activated again, to Force March, but must roll for the effects of the additional use in a turn (7.1.2). There is no formal limit to the number of times that a unit can be Activated for operations, but once flipped to Committed status, such units remain Committed. Committed units that are also currently Disrupted may not be Activated again in a turn. Any Committed units that attack in combat and are not stacked with a friendly Headquarters are marked "Attack Half Strength" for the combat (Case 7.3.1, third bullet).

At the end of each Operations Phase, play returns to the Initiative Phase, repeating rolling for initiative and conducting operations until both players have no more Uncommitted Leaders or both players "pass" consecutively and elect not to Activate any units for movement or combat. Unused IPs may not be saved from previous Operations Phases. The Operations Phase then ends and play proceeds to the Siege Phase.

4.4 Siege Phase

First the Prussian and then the Austrian player checks to see if the fortresses and the units inside them surrender and if not, rolls to see if the Siege Levels on fortresses they are besieging increase.

4.5 Reinforcement Phase

Reinforcements are introduced to the map.

4.6 Recovery Phase

Both players attempt to remove Disrupted markers from their units.

4.7 Armistice Phase

From turn 10 onward, the side with the fewer Victory Points (VPs) may ask for an armistice. The player consults the Armistice Table, and after applying the result to the current victory level, the game ends immediately.

4.8 End Phase

Both players flip their Committed units over to their Uncommitted sides (reset the facing of any units rotated to show they were Activated if playing with that option). If this is not the last turn of the game, advance the Turn marker.

5.0 SUPPLY

Units must be in supply to perform to their optimal levels. Those that are not supplied either function at much lower efficiencies, or if surrounded, are destroyed.

5.1 Supply Sources

Austrian supply sources are all hexes on the south map edge. Prussian supply sources are all hexes on the north map edge, and hex 1007. Each ceases to function as a supply source as long as it is occupied by an enemy unit, or an enemy unit exerts an un-negated ZOC into it. If, in a Supply Phase, a previously nonfunctioning supply source is free of enemy units or ZOCs, it immediately resumes its role as a supply source.

5.2 Supply Lines

To be in supply, units must trace a line of supply from themselves no longer than 3 hexes (do not count the hex the unit is in) back to either to a friendly supply source, or to a road or railroad (of unlimited length) that in turn leads back to a friendly supply source. The traced line may combine roads and railroads, but all must be free of enemy units or their un-negated ZOCs.

Note: See the Terrain Effects Chart and Section 3.2.

5.3 Effects of Being Out of Supply

Units that cannot trace a supply line in the Supply Phase are marked as Out of Supply and turned over to their Committed sides. If any unsupplied units participate in an attack, apply a -1 die roll modifier; if any are defending in a combat, modify the die roll by +1. Out of Supply units do not count for calculating CF parity in sieges.



5.4 Effects of Being Surrounded

Those units that are already Out of Supply from the previous turn and are surrounded by enemy units and/or un-negated enemy ZOCs are now considered isolated, and immediately surrender. Permanently remove them from play.

5.5 Prussian Forage Supply

In any Supply Phase from turn 8 onward, the Prussian player may declare forage supply. From that point onward, all Prussian units in Austria are considered to be supply whether they can trace a line of supply back to a source or not. This does not apply units that are surrounded, per Section 5.4.

If the Prussian player declares forage supply, the Austrians immediately receive 15 VPs.

Designer's Note Historically, after the victory at Sadowa, the Prussians cut themselves off from their conventional supply lines, in order to pursue the defeated Austrians better. Bohemia was a very rich province, and the "requisition commandos" were able to despoil it with systematic effectiveness. However, this form of logistics aggravated existing problems of disease in the Prussian army, particularly with cholera.

6.0 HEADQUARTERS

Army Headquarters and the Prussian GHQ represent higher-level command elements that enhance the ability of the forces under their command to fight and coordinate.

6.1 Subordination

Headquarters can Activate any or all of their subordinate combat units (plus any other friendly units) that they are stacked with/adjacent to. The subordinate units subject to each separate Headquarters are color coded. The cost in IPs to Activate all the combat units is equal to the Headquarters' CV. Activated units can either move, attack or do both. Each unit must move individually before another unit can be moved.

6.2 Headquarters Movement

A Headquarters has the same movement allowance as a combat unit, and moves identically.

6.3 Headquarters in Combat

In any Operation, a Headquarters can only influence the combat performance of subordinate units with which they are stacked; being adjacent to does not suffice for this

purpose (see 7.3.1 for specific effects). This limitation represents not only the immediate presence of the individual commander and his staff, but also heavy artillery, army-level reserves, improved command and control, and enhanced army cohesion. The Headquarters does not have to be Activated; it just has to be present, and can support either Committed or Uncommitted units subordinate to it. Thus it can support multiple combats in the same turn. The Headquarters also shares the fate of the combat unit(s), with which it is stacked with in combat, retreating with them, and if the combat units surrender, the Headquarters is eliminated too. Any Headquarters alone in a hex that is attacked by enemy units is automatically eliminated.

6.4 Immunity to Disruption

Headquarters are never Disrupted for any reason. However, combat units with which they are stacked may be.

6.5 The Prussian GHQ

All Prussian combat units are subordinate to the General Headquarters (GHQ) unit.

6.5.1 Prussian GHQ Entry and Usage The Prussian player may enter the GHQ during any Reinforcement Phase (see 10.1) but doing will award the Austrian player VPs (see 10.2). The Prussian player may Activate the GHQ any time it is on the map, and he has the Initiative. To do so costs no IPs. The GHQ can, in turn, Activate any Prussian units it is stacked with/adjacent to as if the GHQ was their parent Headquarters.

6.5.2 Other Prussian GHQ Capabilities When the Prussian GHQ is on the map, and not Out of Supply, it gives the Prussian player a +1 bonus in all Initiative die rolls. The GHQ provides a +1 attacking and -1 defending die roll bonus when in combat, and also acts like any other Headquarters present in terms of providing support. Last, it provides a -1 die roll benefit for units within 2 hexes of it attempting to recover from Disruption.

6.5.3 Automatic Austrian Victory Regardless of how it happens, through lack of supply, or by combat, should the Prussian GHQ be eliminated, the Austrian player wins a decisive victory immediately.

***Designer's Note** Why the draconian penalty, one might ask? The reason is that the GHQ includes not only the command of the Prussian army, specifically Moltke, but the Prussian court and political leaders, including Bismarck and the elderly King Wilhelm. Elimination of the GHQ represents a military loss, and perhaps more important, decapitation of the Prussian state, and the thorough discrediting of Bismarck, the architect of the kingdom's aggrandizement and eventual German unification.*

7.0 OPERATIONS

Units can perform two types of operations in the Operations Phase: movement, and then attack. A player completes all movement first during the Operations Phase, then conducts attacks and resolves combat. After all Activated units for the Operations Phase have moved and attacked, the owning player flips all of them to their Committed sides (if not already Committed).

7.1 Movement

An Activated unit can move from one hex to another, expending the MPs required to enter each hex as listed on the Terrain Effects Chart, up to the limits of its movement point allowance. Note that Uncommitted units have more MPs than Committed units. Each unit must be moved individually regardless of the number of units that were Activated by expending IPs.

7.1.1 Activation Costs Activation costs are listed in Section 4.3 and on the IP Activation Chart on the back page of rules. **Note:** *Units that have been chosen to be Activated can be rotated as a player memory aid.*

7.1.2 Forced Marching Already Committed units can be Activated again (in the same or a different Operations Phase) for additional movement by the expenditure of IPs, identically to individual Uncommitted units in 7.1.1 above. But upon completion of this “forced march” the owner must make a die roll. If the die roll is greater than the unit's current Army Morale Level, then the unit is Disrupted. Reduce the die roll by one if the unit's forced march ends in a hex stacked with/adjacent to its parent Headquarters (but not the Prussian GHQ). Ending adjacent to a different friendly Headquarters to which the unit is not subordinate does not provide this die roll modifier.

7.2 Movement Point Allowances

Movement factors are not printed on the counters. Rather, they are standard by unit type, regardless of nationality.

7.2.1 Uncommitted Units All Headquarters and units that begin an Operations Phase in Uncommitted status have a MP allowance of 3; the Austrian cavalry unit has a special MP allowance of 4.

7.2.2 Committed Units All Headquarters and units that begin an Operations Phase in Committed status, regardless of unit type, have a MP allowance of 1.

7.2.3 Minimum Movement An Uncommitted Headquarters or unit can always move at least one hex, regardless of the MPs needed, except into a mountain or an enemy-occupied hex.

Note *Garrison units cannot move.*

7.3 Combat Operations

All combats follow the completion of all movement in an Operations Phase. Combat occurs when Activated units launch attacks against adjacent enemy units. Combat is always voluntary for the attacker, other Activated units in the attacking unit's hex do not have to attack. However, the defender may not decline combat if attacked. Basically, an Activated unit attacks one defending unit (attacker's choice). Friendly non-Activated units (both Uncommitted and Committed) in the same hex as the attacking unit, or in adjacent hexes to the attacker that are also adjacent to the defender can also become involved. Similarly, the defender's friendly non-Activated units (both Uncommitted and Committed) in the same hex or in adjacent hexes to the defending hex under attack that are also adjacent to the attacker can also become involved. Combat strengths can be modified by the presence of friendly/enemy Headquarters, terrain, and the units' status.

7.3.1 Combat Determination The attacking player must have at least one Activated unit adjacent to an enemy unit (designated the "lead" unit of the attack) in order to launch an attack. In addition, this Activated "lead" unit must have sufficient MPs available remaining, equal to the MP cost to enter the defender's terrain hex, to attack. The defending unit, announced as the target of the attack, automatically becomes the "lead" defending unit.

The following units may also participate in an attack that has been launched:

-  All Uncommitted units in the "lead" attacker's or "lead" defender's hexes automatically participate in the combat at full strength. Mark these with a "Combat Full Strength" marker to indicate this.
- Any Committed units in the "lead" attacker's or "lead" defender's hexes participate in the combat at full strength if their Headquarters is stacked with/adjacent to them. Designate these too with a "Combat Full Strength" marker.
- Any Committed unit in the "lead" attacker's or "lead" defender's hexes when no Headquarters is present (or is not subordinate to any Headquarters present) may possibly participate in combat. Roll a die for each such

unit. If the number is less than or equal to their current Army's Morale Level, then the Committed unit may participate, but at half strength (round fractions up). Player's should mark each such unit (on both sides) with an "Attack Half Strength" counter. Otherwise, the unit does not take part.

- Similarly as in the third bullet above, any Uncommitted or Committed attacking/defending unit in a hex adjacent to the "lead" defender's/"lead" attacker's hex may possibly participate in combat using the same procedure and restrictions as noted above. Roll a die for the unit and mark it with an "Attack Half Strength" (on both sides) counter. Otherwise, the unit does not take part.
-  Disrupted attacking units normally incur an adverse shift for their side if in any of the combat hexes and also participating. Disrupted units by themselves cannot attack.

Player's Note *Since Activated units are always Uncommitted until the end of combat, one can Activate an entire army, have its units move adjacent to an enemy force individually, and then attack together, all as Uncommitted units, after the last attacking unit joins them.*

7.3.2 Combat Resolution Compare both sides' final adjusted CF totals as an odds ratio, dropping all fractions in favor of the defender (e.g., 23 to 8 is 2:1). The attacker rolls one die, applies any modifiers, and consults the Combat Results Table (CRT) on the back page of these rules to determine the outcome of the combat.

Note *There is no limit to the net die roll modifiers.*

7.4 Combat Results

All results to the left of the slash on the combat results table apply to the attacker. Those to the right apply to the defender. Values of D, R and S indicated Disruption, Retreat and Surrender effects. A numbered result is the Loss Point (LP) Multiplier to apply, multiply the affected side's CFs by the number to determine the amount of LPs inflicted on it. Record any LPs suffered using the

“Losses” x100, x10 and x1 markers on the owning player’s Loss Point track. Apply all defender results before those of the attacker.

For example, a force with 6 CFs that incurs a 1D result on the CRT sustains 6 Loss Points (6CFs x 1) and is then marked as Disrupted. A force of 14 CFs that incurs a 2R CRT result would sustain 28 LPs and must retreat.

At the end of combat, all attacking units are flipped to their Committed side, if they are not already Committed. Defenders are never Committed simply because they were in combat, regardless of result.

7.4.1 Retreat The owning player retreats his units toward a friendly supply source in this priority:

- 1) The retreating units do not enter a hex containing an un-negated enemy ZOC
- 2) The retreating units do not enter a friendly occupied hex
- 3) The retreating units do not enter a hex in violation of stacking limits

Units may violate the retreat provisions if needed, and the player may extend the retreat beyond two hexes in order to end in a hex in compliance with the stacking limits. However, the combat result is increased in severity as follows:

- If the units were not Disrupted, they are Disrupted at the conclusion of the retreat.
- If units were already Disrupted, increase the Loss Point Total markers by 1 for each hex of retreat in violation.

Under no circumstances may a retreat end in, or pass through, an enemy-occupied or mountain hex. If this is the only possible path, then the retreating units surrender instead.

7.4.2 Advance After Combat In all cases where the defender has no units remaining in the hex after combat, any and all participating un-Disrupted attacking units may advance into the vacated hex, but no further. This is completely voluntary.

7.4.3 Already Disrupted Defenders When Disrupted units are alone in a hex and attacked at least 1:2 odds, they automatically suffer a 1R result, with no die roll, and no effect on the attacker.

7.5 Pass Operation

A player does not have to initiate either movement or combat when given the opportunity to do so. Instead, the player can pass and do nothing, going back to the Initiative Phase. If there are two Pass Operations in a row, even if by the same player, then Operations end for that game turn, and play goes on to the Siege Phase.

8.0 SIEGE AND FORTRESSES

Rather than directly attacking a fortress, a player can besiege it. This is a much more lengthy activity, and is as much engineering as combat. However, it offers the prospect of forcing the surrender of all the units therein without the costs and risks of an actual attack.

8.1 Eligibility

In the Siege Phase, either player may declare that they are besieging a fortress adjacent to their combat units. The Prussian declares first, and then the Austrian player. To do so, the player must have combat units that can trace a line of supply and whose printed total of non-Disrupted CFs are at least equal to the total CFs (non-quadrupled) of defending units within the fortress. The besieging units may be in one hex, or multiple hexes.

8.2 Initiation

On the first turn of besieging a fortress, the player puts a “Siege 0” marker on the fortress. Nothing more happens for this turn.

8.3 Surrender Check

At the start of every Siege Phase on a brown shaded game turn, first the Prussian and then the Austrian player checks to see if the fortresses that they are besieging surrender. In turn each player rolls one die for each; if the roll is less than or equal to the current Siege Level, then the fortress surrenders. All units inside are eliminated, and the defender suffers 3 Loss Points.

Note that fortresses under a “Siege 0” marker are immune to surrender.

8.4 Siege Level Check

 After the Surrender Check, the players check to see if their Siege Levels go up. Again, this takes place only on brown shaded turns, and the Prussian goes first. The player rolls on the Siege Level Table. On a result of “Increase Siege Level” the player replaces the Siege Level marker with one higher, otherwise there is no effect.

Example: A player is besieging a fortress and the Siege Level is 0. The player rolls a 3, and so the “Siege 0” is replaced with “Siege 1.” Because the Surrender Check comes first, the player cannot roll for surrender on this fortress until the next shaded turn.

8.5 Ending a Siege

A siege can end in three ways:

- 1) The besieging player moves his besieging units. Even if they remain adjacent to the fortress, to conduct a siege, the besieging units must remain stationary.
- 2) As a result of combat, or being unable to trace a line of supply, so many besieging units are either eliminated, forced to retreat, are Disrupted, or ineligible to participate so that the CF total of remaining eligible besieging units is less than the defending CF total in the fortress.
- 3) The besieging player just announces that the siege is lifted.

In all cases, the Siege Level marker is removed.

8.6 Movement of Besieged Units

Besieged units (including garrisons) cannot move out of a fortress hex until the siege is lifted.

8.7 Fortresses in Combat

The CFs of all units defending in a friendly-controlled fortress are quadrupled. In addition, they never retreat, whether defending or attacking.

Designer's Note *They are considered to have retreated within the walls.*

8.8 Besieged Fortress and Movement

Friendly units cannot move into a besieged fortress. The siege must be lifted, either voluntarily or by force, first.

8.9 Fortresses and Supply

Units located in a friendly-controlled fortress, whether or not they are besieged, are always in supply.

9.0 GARRISONS

Garrisons represent static and fortress troops, good for defending fixed positions, but with no mobility in game terms.

9.1 Types of Garrisons

There are two types of garrison units in *The Sadowa Campaign*. Named garrison units are stronger, and start the game in specific locations. Once destroyed, they stay destroyed, and cannot be brought back as reinforcements. Unnamed garrisons are only entered as reinforcements; they never start on the map. If an unnamed garrison is destroyed, it can be returned to play.



9.2 Garrisons and Stacking

No more than one garrison unit can be present in any fortress or city hex. None may be present in any other terrain.

9.3 Garrisons and Zones of Control

No garrison unit ever exerts a ZOC.

9.4 Garrisons and Combat

Garrisons defending a city or fortress are subject to siege along with any other friendly units present. They may not attack under any circumstances. Further, a garrison can never retreat; if forced to do so, it is eliminated.

9.5 Entering Unnamed Garrisons as Reinforcements

During the Reinforcement Phase, a player can bring unnamed garrisons into the game, in any quantity allowed by the counter-mix limit. The player can place one on any friendly-controlled city or fortress, in any country, under his control that does not already have one. This hex must be able to trace a valid supply line back to a friendly supply source.

10.0 BRINGING IN THE PRUSSIAN GHQ



The Prussian GHQ is the only unit besides garrisons that enter the game as a reinforcement unit. It always starts *The Sadowa Campaign* off-map (in Berlin).

10.1 Procedure

During the Reinforcement Phase of any turn, the Prussian player can announce the entry of their GHQ into the game. Then the next turn, in the Reinforcement Phase, the Prussian player places the unit on any hex with any supplied, un-besieged Prussian combat unit.

10.2 GHQ and Victory Points (VPs)

The Austrian player receives VPs when the Prussian player announces the entry of the GHQ. Immediately upon the announcement of its entry, the Austrian side receives VPs equal to the number printed on the Turn Track. This is for the turn of the decision, not the turn in which the Prussian GHQ unit actually shows up.

Designer's Note *Helmut von Moltke's preference was to run the war from a distance, using the new technology of the telegraph to coordinate the movements of the First, Second,*

and Elbe Armies. However, reports from the field proved tardy, and thus he had to abandon this principle, and reluctantly relocated to the field in Bohemia. Accompanying him were Bismarck, the King, and all the impedimenta and drama that came with them. The GHQ represents the combined military and political leadership, and also something of a soap opera on the move. Packing up this whole mess was nothing to be done lightly.

11.0 RECOVERY

During the Recovery Phase, each player checks to see if Disrupted units recover. Roll the die for each Disrupted unit; if the result is less than or equal to the current Army Morale Level for that player's army, the Disrupted marker is removed from the unit. Subtract 1 from the die roll for Prussian units that are within 2 hexes of the GHQ.

12.0 MORALE

Morale represents the training, organization, and general cohesion of each side's army. Both sides start with an Army Morale Level of three. It can go as high as five, and as low as one.

12.1 Saxon Morale

The Saxon Army does not have its own Army Morale Level. Rather, as part of the Austrian Army for all purposes, Austrian morale applies to it.

12.2 Changes in Morale

A side's Army Morale Level goes up for each increment of 20 VPs (or part thereof) gained by that army, and down for each increment of 20 VPs (or part thereof) gained by the enemy. Use the Morale markers on the Morale Track to record the side's current Army Morale Level.

13.0 SETUP

The Austrian side sets up on the map first, and then the Prussian.

13.1 Austrian Setup

Set up named garrisons in the following fortresses: **Theriesenstadt** (1609), **Josefstadt** (2406), **Königgrätz** (2507), **Olmütz** (3305)

Saxon Corps

Within 2 Hexes of Dresden (1208)—but not in 1007

Iser Army Headquarters; I Corps

Prague (1811)

North Army Headquarters;

II, III, IV, VI, VIII, X Corps; Cavalry Reserve

Within 2 Hexes of Olmütz (3305)

Available Reinforcements: 4 unnamed garrisons

13.2 Prussian Setup

Set up named garrisons in the following fortresses:

Schweidnitz (2502), **Glatz** (2704),

Neisse (3002), **Kosel** (3301)

Elbe Army Headquarters; VII, VIII Corps

1007

1 Army Headquarters; II, III, IV Corps

Within 1 hex of 1805, in Prussia

2 Army Headquarters; I, V, VI, Guard Corps

Within 2 hexes of 2302, in Prussia

Available Reinforcements: 8 unnamed garrisons, GHQ (Module 10.0).

14.0 VICTORY CONDITIONS

Both sides earn VPs during the course of the game. These points are awarded immediately and not at the end of the game.

Both sides earn:

- 1 VP for each Loss Point assessed against the other side in combat, siege, or through removal due to isolation (surrender)
- 4 VPs for each Headquarters, other than the Prussian GHQ, eliminated for any reason.

The Prussian player earns:

- 20 VPs for gaining control of Prague
- 5 VPs for gaining control of any other city or fortress in Austria or Saxony
- 2 VPs for each strength point of supplied Prussian combat units exited off the southern map edge, between hexes 2917 and 3517 inclusive
- 3 VPs for each Headquarters, including the GHQ, exited off the southern map edge, between hexes 2917 and 3517 inclusive.